

SPLITTING UP THE FAMILY

To stress the role of parents, ask the group to place palms and fingers together, folding the middle fingers down with the knuckles together. Just the tips of the other fingers touch. The bent fingers represent family unity; the third fingers represent the mother and father; the others the children, cousins, grandparents, etc. Separately, these other fingers have little effect on family unity, but you can't separate the mother and father without splitting up the family.

ZIP! ZAP!

Form a circle with the leader in the center. When he points to someone and says, "Zip!" the player must give the name of the person on his right before the leader counts to ten. If the leader says, "Zap!" the player must name the person on his left. Anyone who gives the wrong name or is too slow drops out.

FACE TO FACE

Ask the players to pair off and wait for your commands. Select one or more "its," who will have no partners. To start, have all couples stand face to face. Then give commands for all to follow such as "back to back," "elbow to elbow," "thumb to thumb," "toe to toe." After a while, announce, "vis-a-vis," which means all must find new partners and stand face to face with them. The "its" also try to get partners. Players greet each other and the game continues. If used as a get-acquainted game, have players shake hands and exchange names.

THE BEAR HUNT

Take a seated position in front of the audience so they can all see you. Narrate the following:

Would you like to go on a bear hunt? O.K., let's go! Watch me and do all the things I do and repeat after me all the things I say. Here we go! We're going on a bear hunt, everybody march. *(Make a marching sound by slapping your knees with your hands, alternating.)*

I see a river—a great big river. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to swim it. *(Pretend to swim by rotating your arms. Then resume marching.)*

I see a tree—a great big tree. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to climb it. *(Pretend to climb, using just your arms. When you reach the top, look around, shading your eyes. Climb down and resume marching.)*

I see a wheat field—a great big wheat field. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to go through it. *(Make the sound of walking through wheat by rubbing your hands. Resume marching.)*

I see a cave—a great big cave. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to go in it. *(Feel in front of you as though in the dark.)* It sure is dark in here. I feel something. *(Go through the motions.)* It's big. It's fuzzy. I think it's a bear. It is a bear! Let's get out of here fast.

(At this point, retrace all the motions hurriedly. Of course, you'll get through first.) I beat you home. And now you've been on a bear hunt.